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# INSPIRE ME!

*If I have a thousand ideas and only one turns out to be good, I am satisfied.*

-Alfred Nobel

## ABSTRACT

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This paper describes the inspiration, system description, future development, and technical details for the Java-based program, INSPIRE ME!!

## INTRODUCTION

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One of the major issues to affect artists is the so-called “block.” Writers know it as “writer’s block” but “artist’s block” effects artists all the time and the result is the same: “I have nothing to write/paint/draw/create!!” So how does one get to *thousands* of ideas?

In the social media world, artists have tried to address this by creating the 30 Day Challenge, such as Inktober (<http://mrjakeparker.com/inktober>), or the Drawing-a-Day challenge, but the feedback is often the same. “What do I create?” INSPIRE ME! will do just that! Artists stumped for ideas can use INSPIRE ME! to get the much needed spark of creative electricity to launch their next great masterpiece or skill project.

## DETAILED SYSTEM DESCRIPTION

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INSPIRE ME! is a random idea generator for these struggling artistic types. The app generates a random idea to spark the user's creativity with a base set of ideas. The user can either generate a totally random idea or specifying different areas, such as the use of a new "Medium" or exploring a new "Genre." This "drilling down" option results in a targeted idea suited specifically for the user's needs. Overall, the idea for this project is to, first and foremost, provide an application to help users break out of their block.

INSPIRE ME!, in its current iteration, contains the basic java code and matrix needed to generate and select the ideas. This selection process is able to generate a single idea, either random or specified. The program uses

- Multi-dimensional array (21 row, 5 column) to store the lists & idea data
- Math.random to generate random numbers that can then be used to reach into that array
- If/else statements to determine which methods to launch
- Totally Random method which uses Math.Random to select both the row & column of the array
- Kinda Random method which takes user input to select a specific row then applies Math.Random to select the column

## **FUTURE DEVELOPMENT**

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In future developments, I would also like to have the user create an account and save their favorite ideas. If time (and ability) allows, I would like to create a sharing environment where users could add their own lists of inspiration. My vision for this would be an Android/iPhone

app. and, secondly, to create an environment for sharing inspiration based around the specific ideas generated.

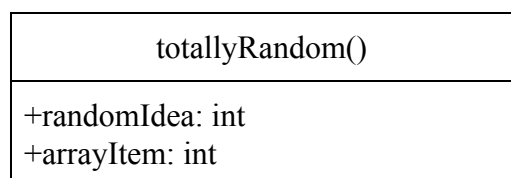
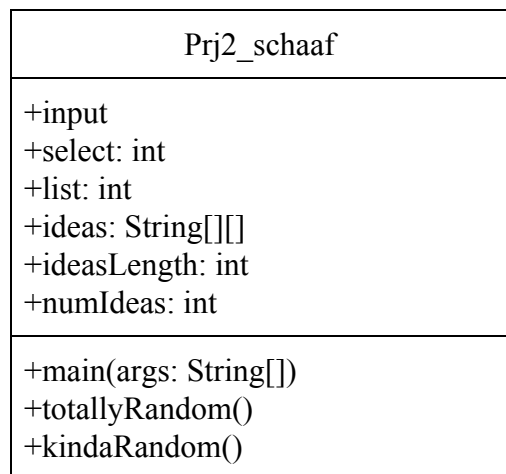
I have installed Android Studio for the purpose of converting the Java code into a smartphone app, but experienced a steep learning curve. I have never used this software and am really unsure how to proceed with it. I will continue to expand my knowledge of this software for this purpose.

Also in the next phase, I plan to implement the `createList()` method, which will allow the user to add their own lists to the matrix. After that, I will be working on adding the ability to create a user profile(objects), which will *\*hopefully\** allow the user to save their favorite random results.

## UML DIAGRAM

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The UML diagram below illustrates my program code:



kindaRandom()
+arrayList: int +arrayItem: int

## COMPETITOR SURVEY

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Some competitors/similar applications to *INSPIRE ME!* are:

### Smartphone Apps

- NONE

### Web

- ArtPrompts: <http://artprompts.org>
- (Art) concept idea generator: <http://www.fantasynamgenerators.com/art-concept-idea-generator.php#.WOPDtBiZM6g>
- Random Art Prompt Generator: <http://www.magatsu.net/art/>
- Concept Art Brief & Idea Generator: <https://www.conceptstart.net>

INSPIRE ME! is unique because it allows both completely random idea generation AND more specific prompts. It is a stand-alone, downloadable, no wifi needed program, which allows INSPIRE ME! to be a launching off point for a future smartphone app with more advanced features such as user profiles that have save and share functions.

## USER MANUAL

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### To use INSPIRE ME!:

- Run the Java code
- Use the keyboard to enter information follow, as directed
- Use the words or phrase(s) to spark ideas for your next masterpiece!

**Warnings:**

- DO NOT enter numbers or input not indicated, such as letters when program asks for numbers.
- If you make a mistake, receive an error code, or the message “Thanks for playing! Try again by restarting.”, please restart the program

**SYSTEM REQUIREMENTS**

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INSPIRE ME! requires:

- Latest version of Java
- Software to run Java programs

**CONCLUSION**

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In conclusion, INSPIRE ME! was created to address a significant need in the creative community: becoming inspired when inspiration is in short supply. It is a small java program (hopefully, soon to be smartphone app) that provides the user with an idea, random or otherwise, that they may not have thought of but that can help get their creative juices flowing. By using the application, artists can get a spark that has the potential to light a blazing inferno of creativity and productivity!